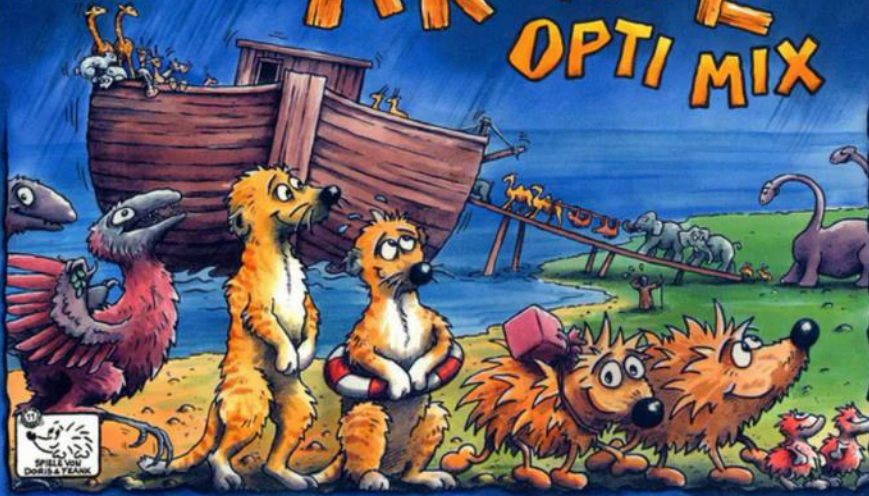


Frank Nestel

ARCHE OPTI MIX



ARK

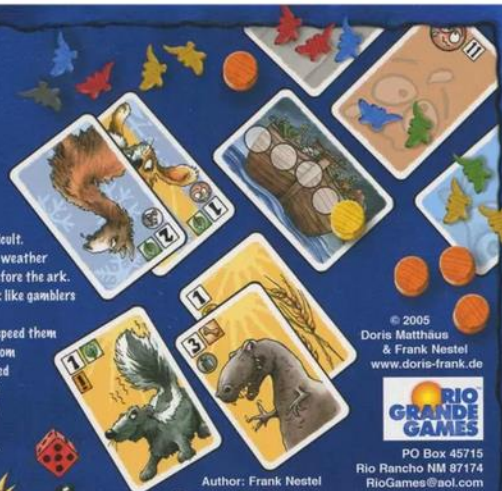
A card game
for 3 - 5 players aged 8 and up.
Length: 45 minutes

Noah is tearing out his beard and the time-pressure is difficult. Clouds are gathering and the rain could come anytime. The weather forecast is not good. Meanwhile, animals are gathering before the ark. Now, a handful of people are offering to help, but they look like gamblers and game players!

The animals slowly drag along and nothing can be said to speed them up. Fortunately, the helpers manage to keep the animals from attacking each other. And, now someone has cleverly stored 2 loads of grain with the Tyranno. His reasoning was that there was room AND the animal would not eat it as it is a meat-eater!

Now, if only the ark can be launched without capsizing.....

Contents: 1 set of cards
85 animal figures
22 wooden chips
1 ark chip



Author: Frank Nestel
Graphics: Doris Matthaues

Not recommended for children under
3 years - small parts may be swallowed.

Made in Germany



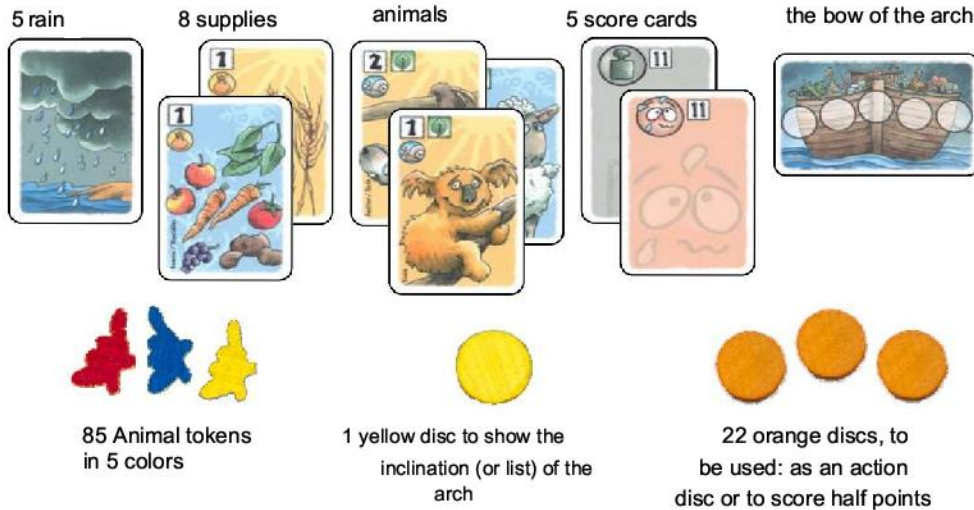
© 2005
Doris Matthaues
& Frank Nestel
www.doris-frank.de



PO Box 45715
Rio Rancho NM 87174
RioGames@aol.com

1. Content

A game of cards with:



The game may contain more wooden pieces than in this listing. Excess parts are not used.

2. General overview

Good old Noah is in a hurry! Rain clouds are looming on the horizon, more and more animals are crowding the unfinished ark, and he needs help to get everything done on time. Especially, he needs help to get the animals into the ark in time before the predicted flood.

He needs help putting the different animals in the ark, each with their own needs and characteristics: the slowest, the timid, the heavy, and the helpful. And, of course, he needs help getting supplies on board to feed all the animals - and his family, too. When loading animals, their needs must be taken into account. When it starts to get crowded, more booths need to be built to separate them.

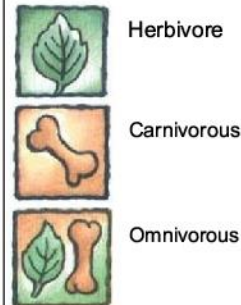
At the end, players score points for loading the most animals of each type, but they can lose points if their loads cause too many rebuilds.

3. Animal & Provision Cards

Animal and Provision cards have up to

5 characteristics:

3. Food:



some Animal and Provision cards do not have these symbols

4.Type:



there is a scorecard for each type

2. Weight:
0, 1, 2, 3, or 4

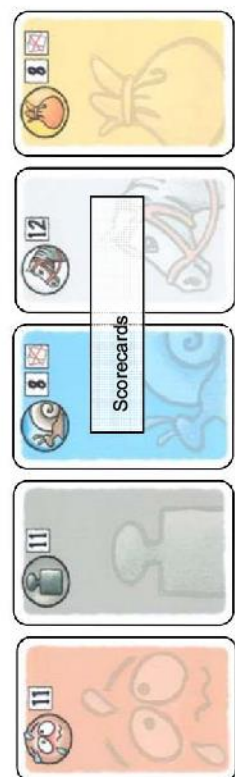
1. Preferred climate:
Warm=yellow background
Cold=blue background
Indifferent=both colors



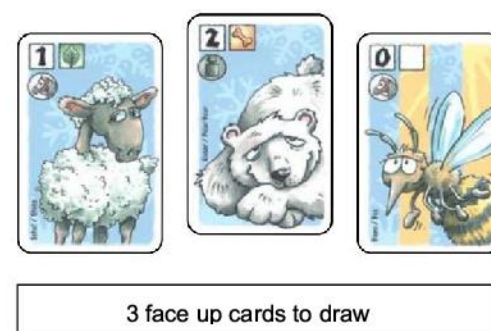
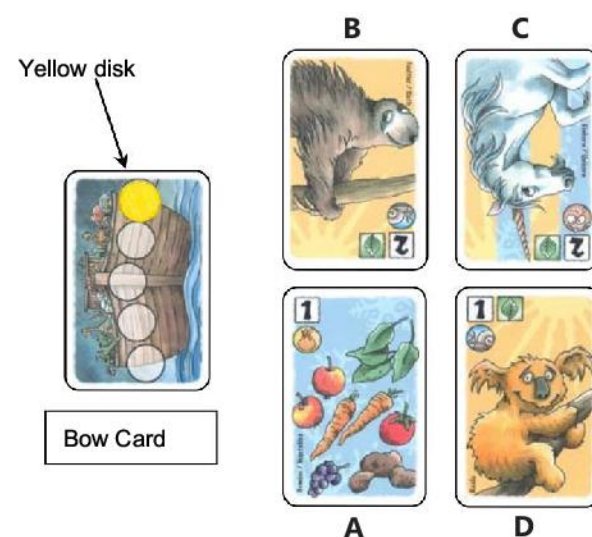
5. Exclamation point:
indicates that the card has a special ability, which is described in detail at the end of this rule

4. Setting up

1. Place the **Bow card** on the table, so that you have plenty of space to each side of it.
Place the **5 Score cards** on one side.
 2. The players choose a first player.
 3. Each player takes **3 Action discs**. Players in 4th and 5th position each take 4 disks.
With 3 players, each takes 3 discs.
The rest forms the reserve.
 4. Each player takes the **Animal tokens** of their color.
 5. **Remove the Rain cards**, shuffle the remaining cards, draw the first 4 cards, and place them as in the example on page 5.
Use only cards with **weight 1 or 2**. If other cards are drawn, place them face down under the deck. Also, if a third or fourth card of the same type is drawn, also place it face down under the deck.
- So, for example, players will have no more than two useful animals to start with.
6. Now determine **the slope of the arch** based on the first 4 cards. Tilt is shown on the Bow map. Compare the sum of the weights on one side of the arch with that on the other side. Place the **yellow disc** on the bow of the arch to show the difference.
Example: cards B and C each weigh 2 and cards A and D each weigh 1. Place the yellow disk on the far right side of the side with B and C because they add up to 2 more than A and D.
 7. Shuffle the cards, including the cards not used in step 5 (but still without the Rain cards). Each player draws 2 as a starting hand, keeping them secret from the other players. Draw 3 additional cards, place them face up on the table.
 8. Divide the remaining deck of cards into 2 more or less equal piles.
Shuffle **4 Rain cards** into one of these 2 piles, then place **the 5th Rain card** on top of this pile. Finally, place the other pile on top of this pile. Thus, the first rain card will be drawn towards half of the deck. The rest will come later at random.
Place the merged piles as a draw pile near the 3 face-up cards on the table.



Example of setup to start a game



5. Course of the game

The first player starts the game and play continues clockwise.

On his turn, the player has two choices:

1. either take cards

2. or play cards

He must choose one or the other but cannot combine both during the same round.

5.1. Take cards:

The player first takes **one** of the 3 face-up cards and the first from the draw pile, he adds them both to his hand. Then, he takes the first card from the draw pile and places it face up next to the other 2 so that there are 3 again. When a player draws a Rain card, he places it on the face up side and draws a another card until he does not draw a Rain card.

When the second Rain card is drawn, players will have the opportunity to choose a pet (see 6.1.). When the fifth Rain card is drawn, the end of the game begins (see 6.2.). No more cards are drawn after the fifth Rain card.

5.2. Playing cards:

When a player chooses this option, he can play 1 or 2 cards.

However, if he plays a slow animal or a supply, he only plays 1 card.

If his first card is one of these, he cannot play a second card. Neither can be played as a second card.

Rules for playing cards:

- Animal cabins on the ark are online. Each line has 2 cabins (one port and one starboard) separated by the middle of the arch. Each cabin can hold a maximum of 3 cards.
- After installation, there are 2 lines with 2 cabins each.
- Cards are added to an existing cabin, or start a new one cabin. The rules for building a new cabin are described on page 9

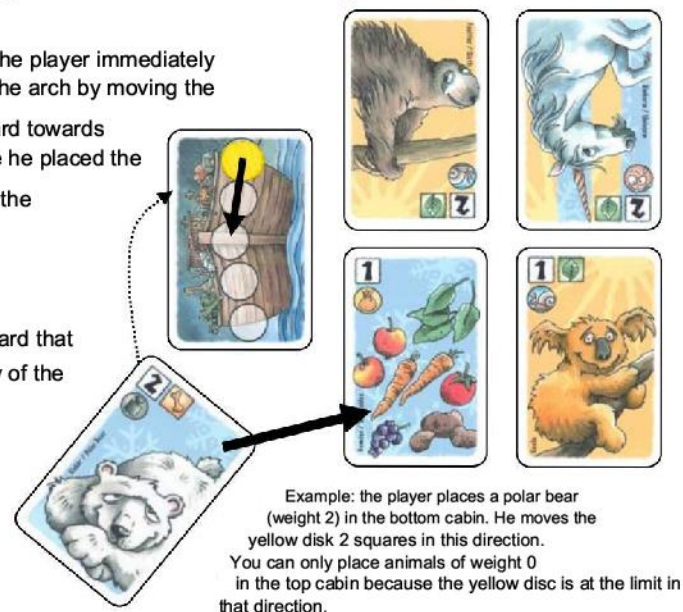


- In each cabin there can be only animals with a **climatic preference the same or indifferent**. Animals preferring heat (yellow) or cold (blue) cannot share a cabin. Animals indifferent to climate (yellow-blue) can share a cabin with animals preferring heat or cold.
- The total difference in weight between the left side and the right side cannot exceed 2:

- When a card is played, the player immediately adjusts the inclination of the arch by moving the

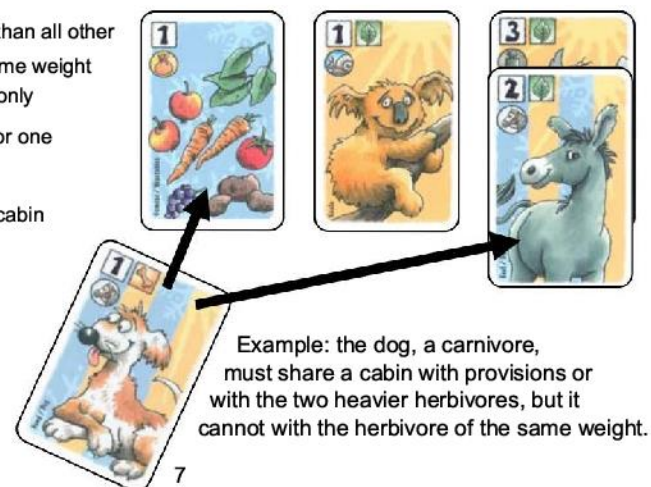
yellow disk on the Bow card towards the side of the arch where he placed the card as many squares as the weight of the map added.

- A player cannot play a card that could exceed the capacity of the ark, so a card cannot be played if it forces the yellow disk to come out of the Bow card.



- A card cannot be placed in a cabin if it is in danger or endangers cards already present:

1. **Carnivores** must be lighter than all other animals in the cabin. As the same weight is not allowed! So a cabin can only contain at most one carnivore or one omnivore.
2. **Herbivores** cannot share a cabin with provisions!
3. For **omnivores**, the previous 2 rules apply.

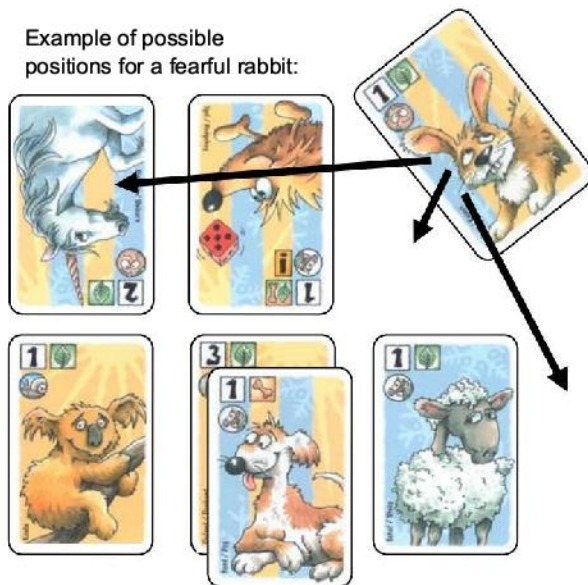


Fearful animals



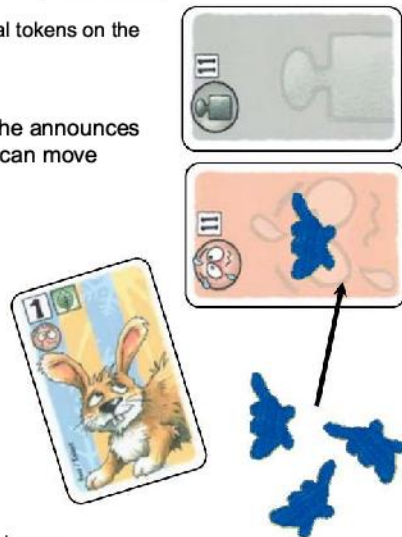
cannot enter a cabin **where there is** a carnivore. Also, they cannot be in an **adjacent** cabin or **across** from a cabin with a carnivore.

Example of possible positions for a fearful rabbit:



- After a player plays a card, he places one of his Animal tokens on the corresponding score card.

We advise you that when a player plays a card he announces the weight of it so that his neighbor on the right can move the yellow disc on the Bow card.



- When a player plays a **card with a special ability (!)**, he can use this ability. Special abilities are explained at the end of these rules.

- When a player plays **two cards in the same turn**, he must....

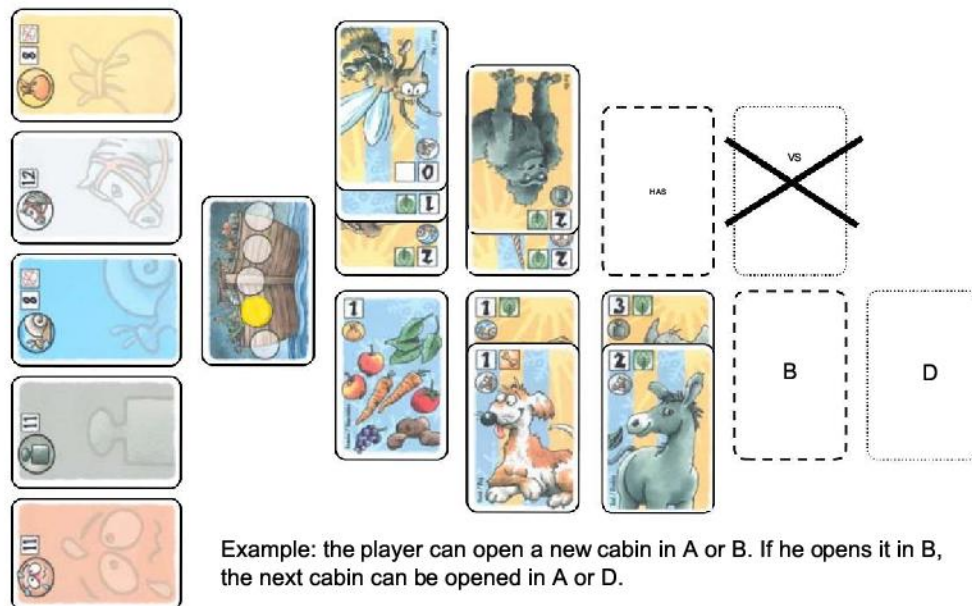
- ...place them in two **different** cabins
- ... respect the rules for each card.

For example, an excess weight of the first card cannot be corrected by the weight of the second.

Open a new cabin:

A player can open a new cabin with a single card. To do it:

- The player gives an **Action disc** to his neighbor on the right. When a player does not have Action discs, he cannot open a cabin!
- The player can open a new cabin on the left (lower) or right (upper) side of the arch by playing a card on the empty space right next to the last cabin on that side of the arch (see example below). So there are always exactly two places to open a new cabin.



Example: the player can open a new cabin in A or B. If he opens it in B, the next cabin can be opened in A or D.

- When a player opens a new cabin, he immediately takes **one of the 3 face-up cards**. It is only at the end of his turn that he places a card face up on the table. Thus, if he opens a second new cabin, he takes a face-up card from the 2 remaining.

6. Rain Cards, Pets, and End of the Game

6.1. Pets:

When the second Rain card is drawn, each player can choose to take a pet from the ark. To do this, the player places one of his cards from his hand **face down** in front of him. Pets...

- are always animals, not provisions
- can weigh 0, 1, or 2 (not 3 or 4)
- cannot have special abilities
- are returned at the end of the game and score points



6.1. End of Game:

When the fifth Rain card is drawn, normal play ends.

However, the trouble for Noah and the other animals, the players will take last minute animals on the ark. It's the end of the game.

The player who drew the fifth Rain card ends his turn immediately - he does not draw any cards. He lets the other players start the end of the game.

During the end of the game, players continue to play clockwise. They have two choices on their turn: **pass or play**.

When a player **passes**, the game ends for him. He won't play again later.

When a player **plays**, he pays an Action disc to the supply and adds an Animal card to the ark.

The normal rules for adding cards still apply, including paying an Action disc to open a new cabin.

- During the end of the game, players **no longer draw cards**, they can only play cards from their hand.
- **Slow animals and Supplies can no longer** be played during the end of Game.

7. End of the game

The game ends when all players have passed during the end of the game.

Players score points for **majorities on the 5 scorecards** and their remaining Action discs.

- First, all players turn over their **pets** and add an Animal token to the corresponding score card. However, illegal pets are not counted: too heavy, special (!), and provisions.
- Next, players earn points for their Animal tokens on each scorecard. The player with the most pawns on a card earns **10 points** and the second earns **6 points**. Other players with at least one pawn on a card earn **2 points**.
- In the event of a tie, the points won are shared equally and rounded up down between tied players.
 - If 2 players are tied for first place, each gains 8 points (10+6 divided by 2).
 - If 2 players are tied for second place, each gains 4 points (6+2 divided by 2).
 - If 3 players are tied for first place, each gains 6 points (10+6+2 divided by 3).
- Each Action disc that a player still has earns him **one point**.

The player with the most points is the winner. In the event of a tie, the player with the fewest Animal cards in hand (Provision cards are not counted) is the winner.

Special Card Abilities!



Fox

When a player adds a Fox to the ark, he takes 2 Action discs from the reserve.



Turtle

Is not bothered by larger carnivores and omnivores, and therefore can share a cabin with them.



Hedgehog

Is not bothered by larger carnivores and omnivores, and therefore can share a cabin with them. So there may be a second carnivore or omnivore in a cabin with a Hedgehog.



Polecat

Ejects any animal from a cabin (see below)



Mosquito

Ejects an animal of weight 2 from a cabin (see below)



Spider

Ejects a fearful animal from a cabin (see below)



Brontosaurus

Instead of placing a single Animal token, the player places his Animal token on an orange disc taken from the reserve - this counts as 1.5 tokens. Two pawns like these from the same player can be replaced by 3 Animal pawns.



Chimpanzee

Add an orange disc below one of your Animal tokens on any scorecard - except Supplies - this token counts as 1.5 tokens. Two pawns like these from the same player can be replaced by 3 Animal pawns.

Eject:

When an animal ejects another from a cabin, it takes its place. The ejected animal is removed from the game. The player of the ejecting animal places one of his Animal tokens on the score card corresponding to the ejected animal. The Animal pawn placed for the ejected animal is not removed from the score card.

The ejecting animal must respect the rules for placement in a cabin after ejecting the other animal.

Thus, a spider or mosquito cannot be in a cabin with another carnivore or omnivore and the skunk cannot be in a cabin with provisions.

The inclination of the arch is changed by the difference of the two animals involved.

For example, when the skunk (weight = 1) ejects an elephant (weight = 3), the player moves the yellow disc 2 spaces ($3 - 1 = 2$) towards the side where the skunk is.

When a player ejects a Brontosaurus or Chimpanzee, he receives the special points they give (Editor's note: 1.5 points). The Fox, Spider and Mosquito cannot be ejected.